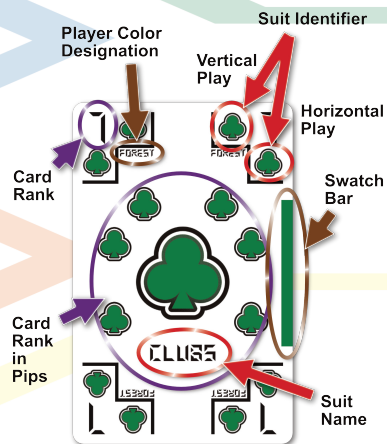




**Ecwem: Six Deck:**

6 suits with 6 cards each. Each suit has ranks of numbers 1 - 6. Each Rank has a hierarchy of suits in reverse alphabetical: Units, Planes, Hearts, Flares, Diamonds, Clubs. Rulebook contains 6 games for 2-4 players. Deck also contains 6 Ecwem Suit Hierarchy cards to be used as wild or other cards.



**Mini Golf:**

Requires a pen and paper for scoring. Score the lowest after 9 holes. For each hole, deal each player 4 cards facedown. Remaining cards are placed at center and turn 1 card over for discard pile. Arrange the 4 cards into 2 x 2 grid. Starting with the player left of dealer, player draws 1 card from either deck or discard pile and may replace 1 card from the grid. Card in hand is discarded and play moves to next player. When a player completes their grid (all face up), the other players have a final turn. If there are any remaining facedown cards after final turn, turn grid face up and proceed to scoring. Score grid as: a column with top and bottom of same rank is 0, otherwise cards are face value; 2 cards of same suit in same row or column is -2, 3 cards of matching suit is -4, and 4 cards is -6. Add points of the grid together for score for 1 hole. For hole 2, player to left is dealer.

**Half-Zero:**

This game consists of multiple rounds with multiple turns. Uses 1 suit (1-6) for points and 1 suit (1-6) for each player.

- 2 players = 3 suits
- 3 players = 4 suits
- 4 players = 5 suits

Each player places the 5 rank of their suit face up in front of them (base rank and number of cards in hand this round). Point suit is shuffled and placed face down. Each card in point suit has point value equal to rank. Remaining cards in suit are to player's hand.

**Half-Zero (Cont.):**

All players select and reveal 1 card from hand to center at same time. When revealed, the player with highest rank earns 1 point card. Player reveals top card of point suit and places face up next to their base rank. Cards for turn are placed in discard pile and next turn begins from remaining cards in hand. If 2 or more players tie for highest rank, players in tie reveal another card in hand to break tie. Tiebreaker continues until one player. If player has no cards for tie break or turn, play continues with player using an invisible rank 0 card. When cards are exhausted, player with most points earns base rank upgrade and replaces base rank with new card of one rank lower. Player with base rank 5 replaces with 4, player with base rank 2 replaces with 1. Base ranks remain in place and rest of cards return to starting position for next round, point suit is shuffled. If points are tied, player with highest rank of point suit wins.

If hand size is greater than base rank, player shuffles and deals cards to hand equal to base rank and remaining are placed under base rank card. Player with base rank 3, deals 3 cards to hand and placed remaining 2 under base rank card. If player has less cards than player with highest base rank, player matches difference by choosing to opt out of turn (must opt out prior to selecting or use a wild card as an opt out card). Player with base rank 3 and highest base rank 5, may opt out of any 2 turns during round. First to base rank zero or zero cards in hand wins.

**Flares:**

The game has multiple rounds and requires a pen with paper for scoring. Each round, 3 cards are dealt facedown to the left of dealer (point cards) and each player is dealt a number of cards to hand (shown below). Cards may be dealt in any order. Place the deck to the right of dealer.

2 players = 3 cards  
3 players = 4 cards  
4 players = 5 cards

Dealer starts the round flipping the top card of the deck face up into the center of table (starting lead card). This is the lead card for the first trick. Starting with the player to the left of dealer, players will play one card from hand that matches the suit of the lead card (lead suit). If player does not have the lead suit, player may choose any card from hand. When all players have played, the player that played the highest rank of the lead suit wins the trick, collects the trick, and starts the next trick using a card from hand at the new lead card. When collected, place tricks nearby the winner of the trick. Place additional tricks next to other won tricks.

When all cards have been played, tricks are counted, point cards are revealed and player with most tricks wins points for round. Points awarded for round are sum of ranks for 3 point cards. Points are doubled if 3 cards match suit and/or if a player acquires all tricks (no tricks for other players or deck).

**Flares (Cont.):***Point Cards:*

2, 5 of Flares, 6 of Spades =  $2 + 5 + 6 = 13$  points  
2, 3, 5 of Flares =  $2 \times (2 + 3 + 5) = 2 \times 10 = 20$  points  
2, 5 of Flares, 6 of Spades + all tricks =  $2 \times (2 + 5 + 6) = 26$  points  
2, 3, 5 of Flares + all tricks =  $2 \times 2 \times (2 + 3 + 5) = 2 \times 20 = 40$  points  
4, 5, 6 of Flares + all tricks =  $2 \times 2 \times (4 + 5 + 6) = 2 \times 2 \times 15 = 2 \times 30 = 60$  points

First player to 100 points wins the game. If 100 points has not been reached, next player is the dealer for the next round. If most tricks in a round is tied, points are split. If all players tie for most tricks, no point are awarded. If starting lead card is still the highest rank in the trick, deck wins the trick. Dealer draws the top card from deck to start the next trick. If deck wins all tricks, all players are awarded negative points based on the point cards.

**Ladder:**

Deal out 7 cards to each player. Place remaining cards into deck to side and flip one card face up into center. Starting with player left of dealer, player plays a card(s) of higher rank from hand onto center pile. Pairs or higher may be played on single cards, trips or higher on pairs, and so on. If player does not have higher rank, player collects pile into hand and flips next card from deck face up into center. If no cards in deck, next player plays turn on a center pile of rank 0. Winner is first to remove all cards from hand.

**Collector:**

Each player is dealt 6 cards with remaining cards at center for deck and discard pile. Starting with player to left, each player will draw 2 cards to hand from deck and discard 2 cards to discard pile. Player may draw cards from either discard, deck or 1 from each. To win, player must collect a set of 6 cards that match rank, match suit, 6 cards with 1 of each rank, 6 cards with 1 of each suit, or 6 cards with 1 of each rank and each suit. When player collects a set to win, the player lays hand face up in front of them and discards additional cards. Remaining players get a final turn. If multiple players collect a set, highest set is a set of 6 cards with 1 of each suit and 1 of each rank. Second highest is set of all same suit or all same rank. Third highest is set of 1 of each suit or 1 of each rank. If two or more players tie in hierarchy, the player who was first to lay down the highest hierarchy wins.

**Squad:**

Players are leaders of two military squads. Each player is dealt 2 cards to hand and 2 cards face up in front of them (squads). Player turns will rotate clockwise and start with player left of dealer. On turn player draws 1 card. Players must do 1 of the following 3 actions:

- 1) Play 1 card of matching suit onto squad (sum of ranks less than than 7);
- 2) Attack another squad and battle;
- 3) Discard one card from hand.

**Squad (Cont.):**

Winner is last player with a squad. In event of a tie, player with most cards in facedown pile wins. If still tied, each tied player will shuffle and draw 1 card from facedown pile for highest rank and hierarchy.

**Battle:**

A player may chose one squad to battle another player's squad. The larger total rank (sum) of squad wins battle. Player of wining squad collects losing squad and places in pile facedown near winning squads. Losing player places one card from hand down to replace lost squad. A player with no cards will lose a squad until next draw. If player has no squads, player is eliminated. If both squads in battle have equal rank, players in battle will collect the opponents' squad and place facedown in a pile near their squad. Both players place one card from hand down to replace lost squad.

**Draft (Optional):**

Draw and place face up cards for total number of players (4 players = 4 cards, 3 players = 3 cards, 2 players = 2 cards). First player will draft 1 card into hand, second player will draft 1 of remaining cards into hand and so on until no cards remain. When cards have been cleared, next player becomes dealer. Repeat steps until all players have dealt on draft round. After draft, each player is dealt additional cards until hand size is 4. Players will choose two cards to be squads and place face up in front of them. Remaining 2 cards will be starting hand.

